BATTERY

235

230

225

TYPICAL
OSCILLATING
MOTOR

INFERRED /
BLUETOOTH
INTERFACE

205

240

LOGIC GATE
CHIP
DESIGN

201

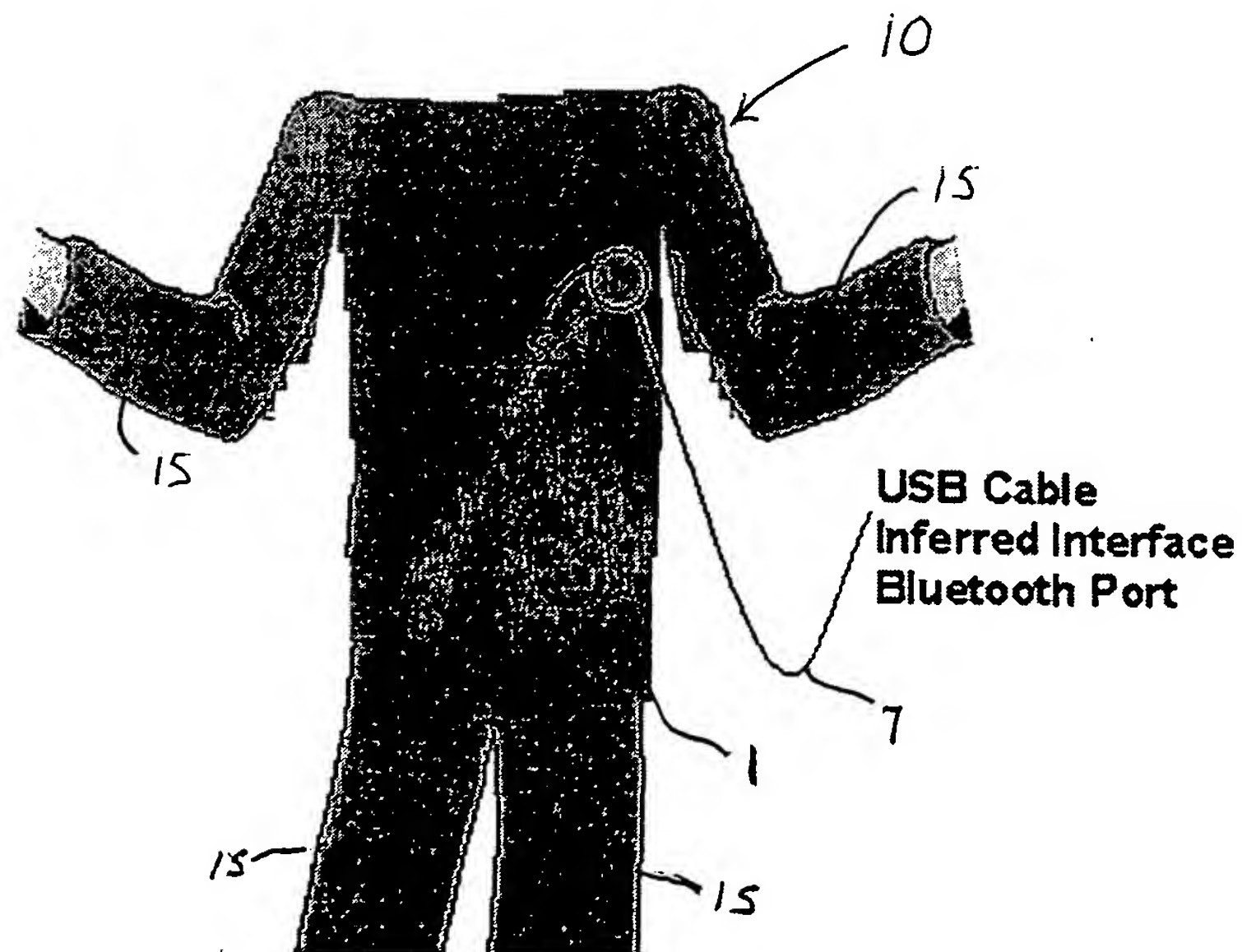8 BIT REGISTER
LOAD

210

220

USB CABLE
FOR PC CONNECTION

215

FIGURE 2: HIGH LEVEL PROCESS FLOW

10

15

15

USB Cable
Inferred Interface
Bluetooth Port

15

1

7

15

15

FIGURE 1: INTER-ACTIVE BODY SUITE

TECHNICAL FILED

(PICTURES OF OBJECTS, LOGIC GATES, PSUDEO CODE)

LEGEND 305 AND	315 NAND	325 OR	335 NOR	345 BUFFER	355 INVERTER
0 0 0	0 0 1	0 0 0	0 0 1	0 0	0 1
0 1 0	0 1 1	0 1 1	0 1 0	.1 1	1 0
1 0 0	1 0 1	1 0 1	1 0 0		
1 1 1	1 1 0	1 1 1	1 1 0		
310	320	330	340	350	360

Figure 3 - Logic Gate Tables

D FLIP-FLOP WITH CLEAR

403 405
419 420
Q'
430

C
401
409
404
418

D
402
407 406
417
Q
440

408
416 421

CLEAR
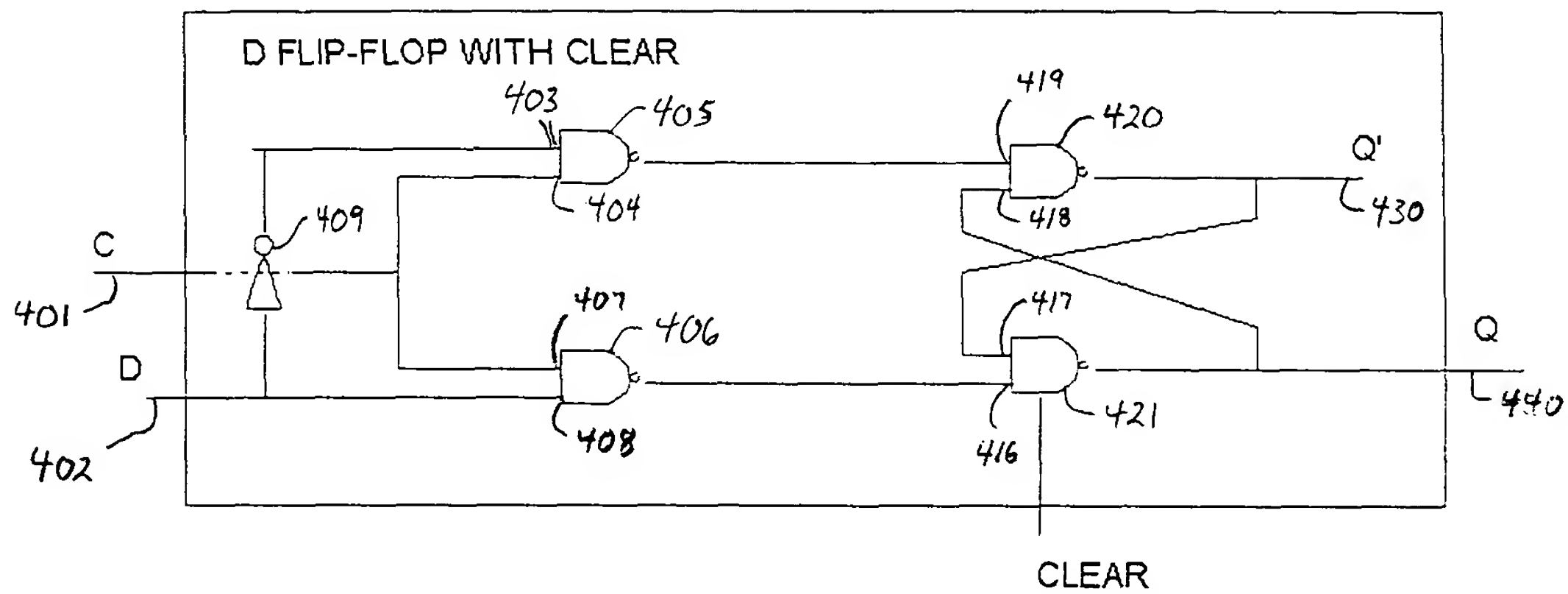
FIGURE 4 - STANDARD D FLIP-FLOP (MEMORY REGISTER)

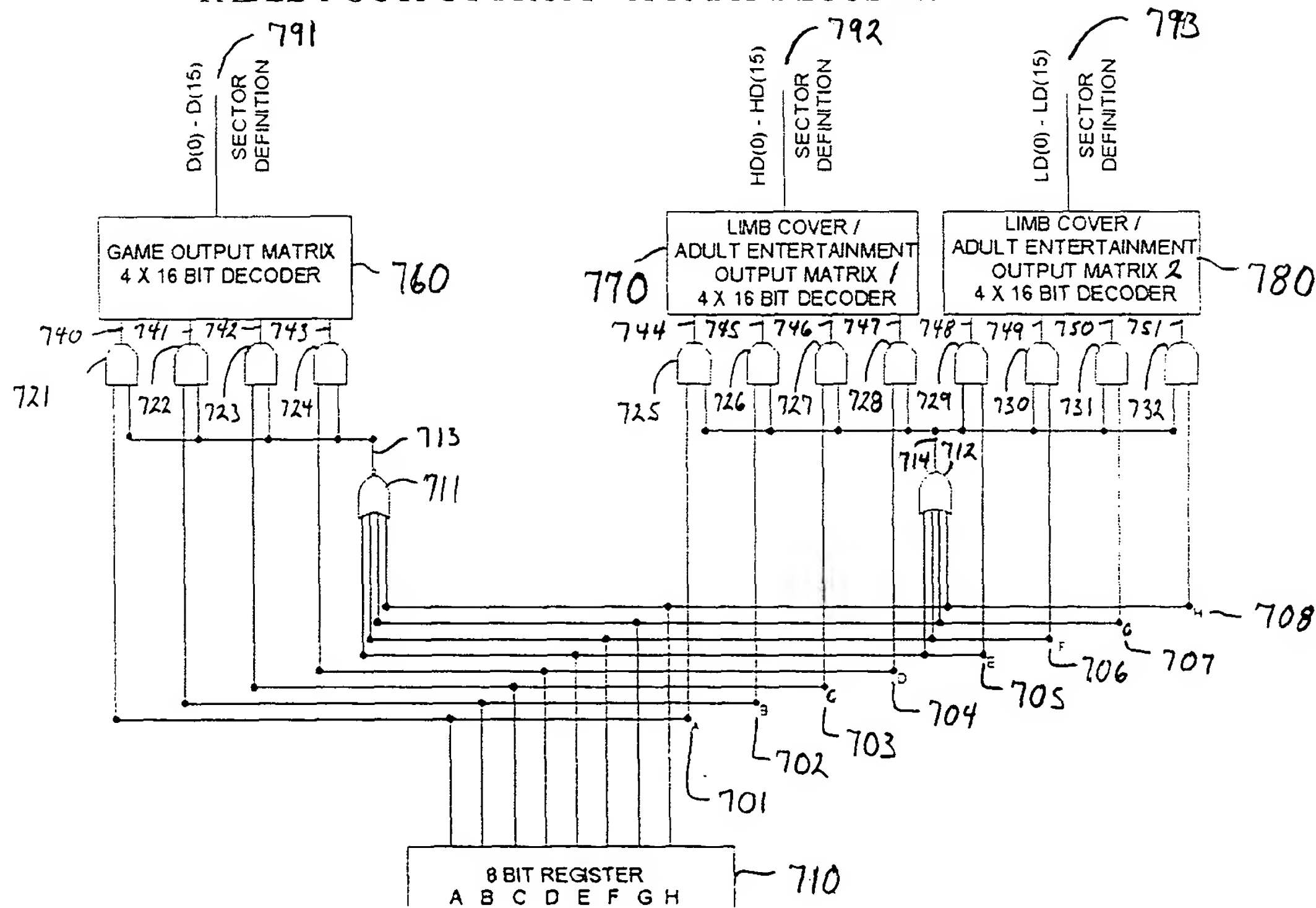| | | | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | | | | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| | | | | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 |
A	B	C	D	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1
0	0	0	0	1															
0	0	0	1		1														
0	0	1	0			1													
0	0	1	1				1												
0	1	0	0					1											
0	1	0	1						1										
0	1	1	0							1									
0	1	1	1								1								
1	0	0	0									1							
1	0	0	1										1						
1	0	1	0											1					
1	0	1	1												1				
1	1	0	0													1			
1	1	0	1														1		
1	1	1	0															1	
1	1	1	1																1

TABLE 1 OUTPUT FROM 4 X 16 BIT DECODER

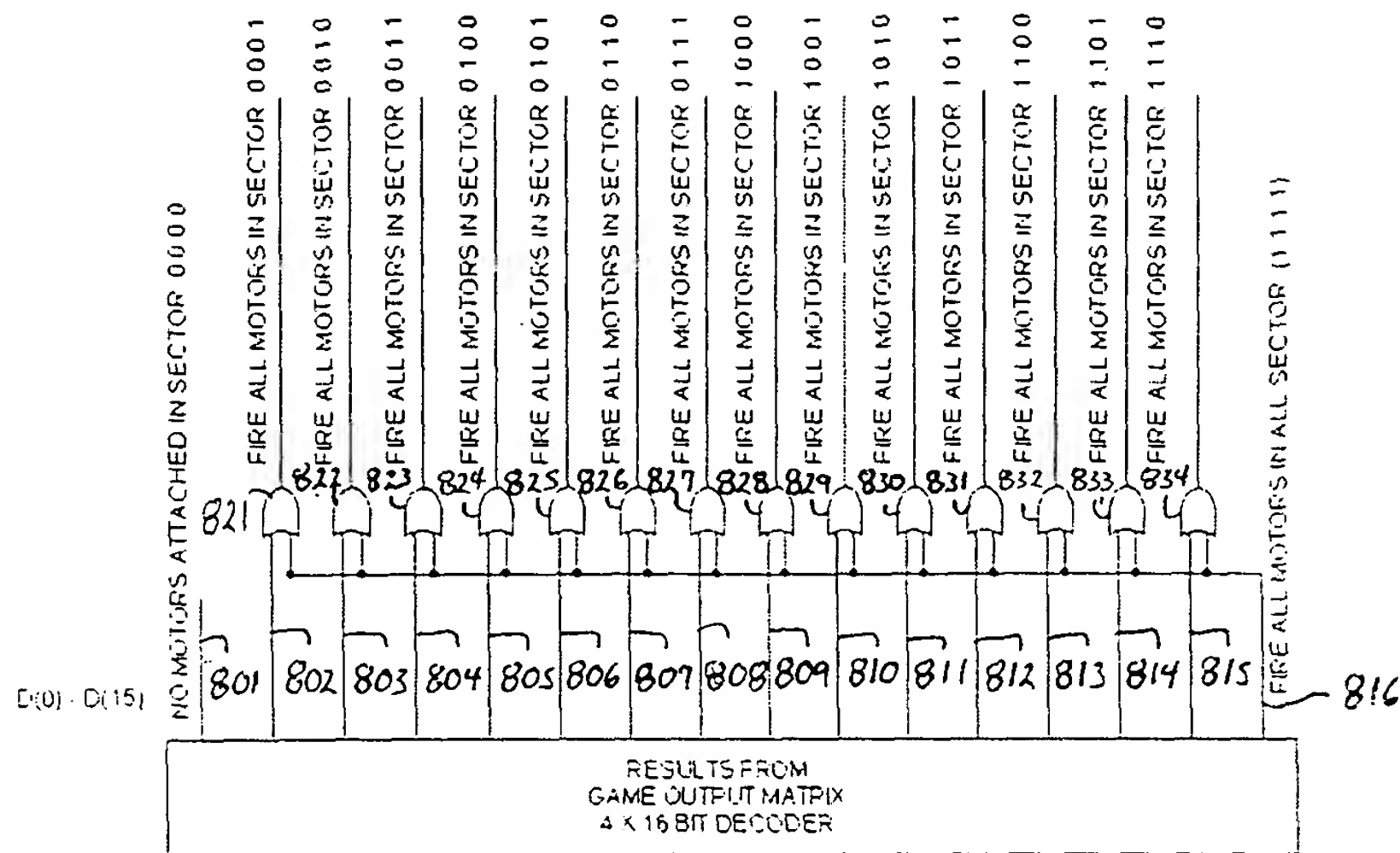FIGURE 7 DECISION BLOCK GAME MODE / ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
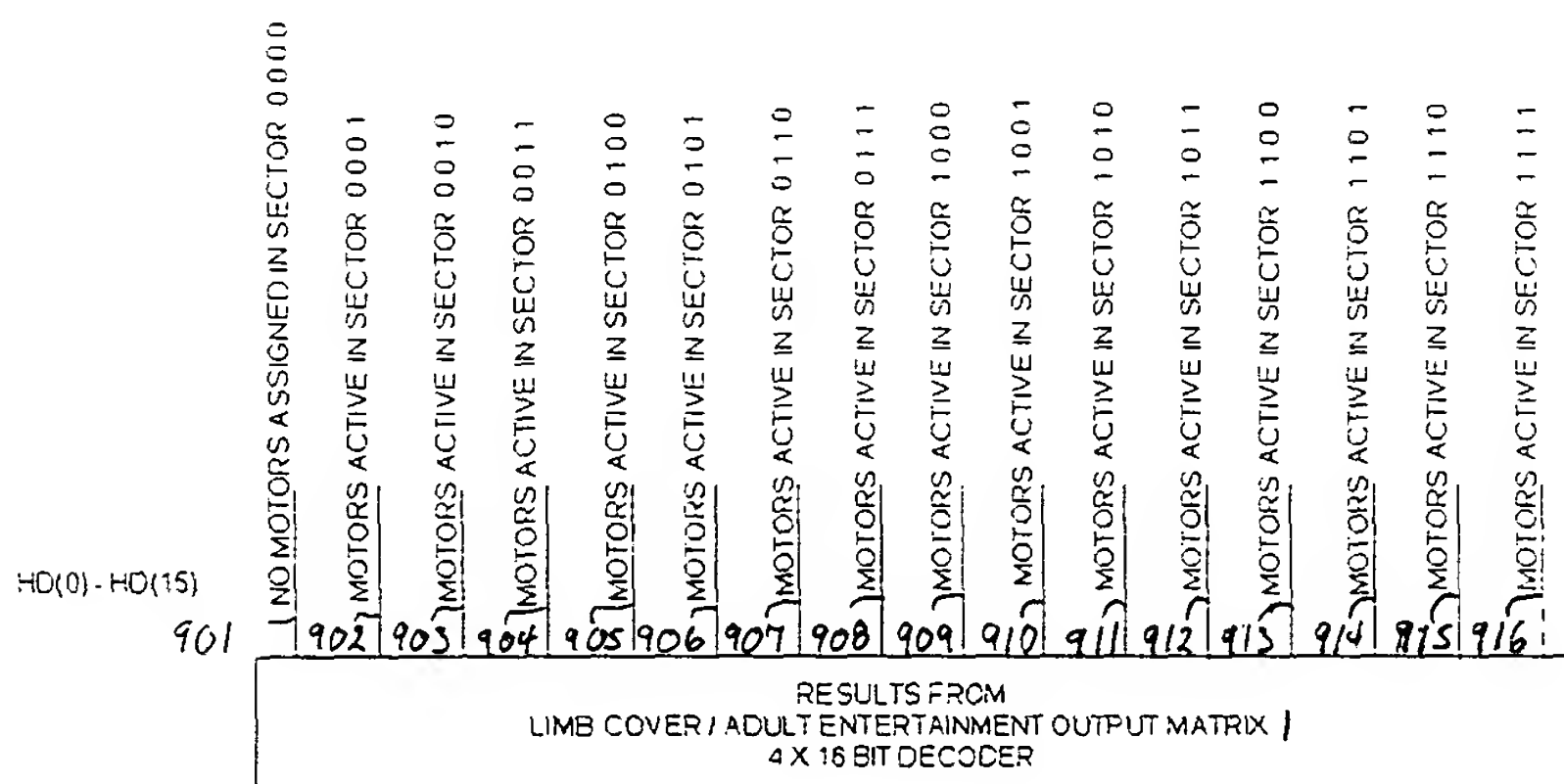
FIGURE 8 RESULTS GAME OUTPUT MATRIX

Vertical labels (left to right):

NO MOTORS ATTACHED IN SECTOR 0 0 0 0
FIRE ALL MOTORS IN SECTOR 0 0 0 1
FIRE ALL MOTORS IN SECTOR 0 0 1 0
FIRE ALL MOTORS IN SECTOR 0 0 1 1
FIRE ALL MOTORS IN SECTOR 0 1 0 0
FIRE ALL MOTORS IN SECTOR 0 1 0 1
FIRE ALL MOTORS IN SECTOR 0 1 1 0
FIRE ALL MOTORS IN SECTOR 0 1 1 1
FIRE ALL MOTORS IN SECTOR 1 0 0 0
FIRE ALL MOTORS IN SECTOR 1 0 0 1
FIRE ALL MOTORS IN SECTOR 1 0 1 0
FIRE ALL MOTORS IN SECTOR 1 0 1 1
FIRE ALL MOTORS IN SECTOR 1 1 0 0
FIRE ALL MOTORS IN SECTOR 1 1 0 1
FIRE ALL MOTORS IN SECTOR 1 1 1 0
FIRE ALL MOTORS IN ALL SECTOR (1 1 1 1)

821 822 823 824 825 826 827 828 829 830 831 832 833 834

D(0) - D(15)
801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 ⌐ 816

RESULTS FROM
GAME OUTPUT MATRIX
4 X 16 BIT DECODER

FIGURE 8 RESULTS GAME OUTPUT MATRIX

FIGURE 9 RESULTS HIGH ORDER BITS FOR ADULT ENTERTAINMENT AND LIMB COVER OUTPUT MATRIX I

Vertical labels (left to right):

NO MOTORS ASSIGNED IN SECTOR 0 0 0 0
MOTORS ACTIVE IN SECTOR 0 0 0 1
MOTORS ACTIVE IN SECTOR 0 0 1 0
MOTORS ACTIVE IN SECTOR 0 0 1 1
MOTORS ACTIVE IN SECTOR 0 1 0 0
MOTORS ACTIVE IN SECTOR 0 1 0 1
MOTORS ACTIVE IN SECTOR 0 1 1 0
MOTORS ACTIVE IN SECTOR 0 1 1 1
MOTORS ACTIVE IN SECTOR 1 0 0 0
MOTORS ACTIVE IN SECTOR 1 0 0 1
MOTORS ACTIVE IN SECTOR 1 0 1 0
MOTORS ACTIVE IN SECTOR 1 0 1 1
MOTORS ACTIVE IN SECTOR 1 1 0 0
MOTORS ACTIVE IN SECTOR 1 1 0 1
MOTORS ACTIVE IN SECTOR 1 1 1 0
MOTORS ACTIVE IN SECTOR 1 1 1 1

HO(0) - HO(15)
901
902 903 904 905 906 907 908 909 910 911 912 913 914 915 916

RESULTS FROM
LIMB COVER / ADULT ENTERTAINMENT OUTPUT MATRIX I
4 X 16 BIT DECODER

FIGURE 9 RESULTS HIGH ORDER BITS FOR ADULT ENTERTAINMENT AND LIMB COVER OUTPUT MATRIX I

A	B	C	D	SECTOR DEFINITION
0	0	0	0	NO MOTORS ASSIGNED, USED FOR CLEAR
0	0	0	1	CHEST SECTOR
0	0	1	0	BACK SECTOR
0	0	1	1	LEFT ARM
0	1	0	0	RIGHT ARM
0	1	0	1	LEFT LEG
0	1	1	0	RIGHT LEG
0	1	1	1	LEFT GLOVE
1	0	0	0	RIGHT GLOVE
1	0	0	1	LEFT SOCK
1	0	1	0	RIGHT SOCK
1	0	1	1	ADULT ENTERTAINMENT FRONT CROTCH

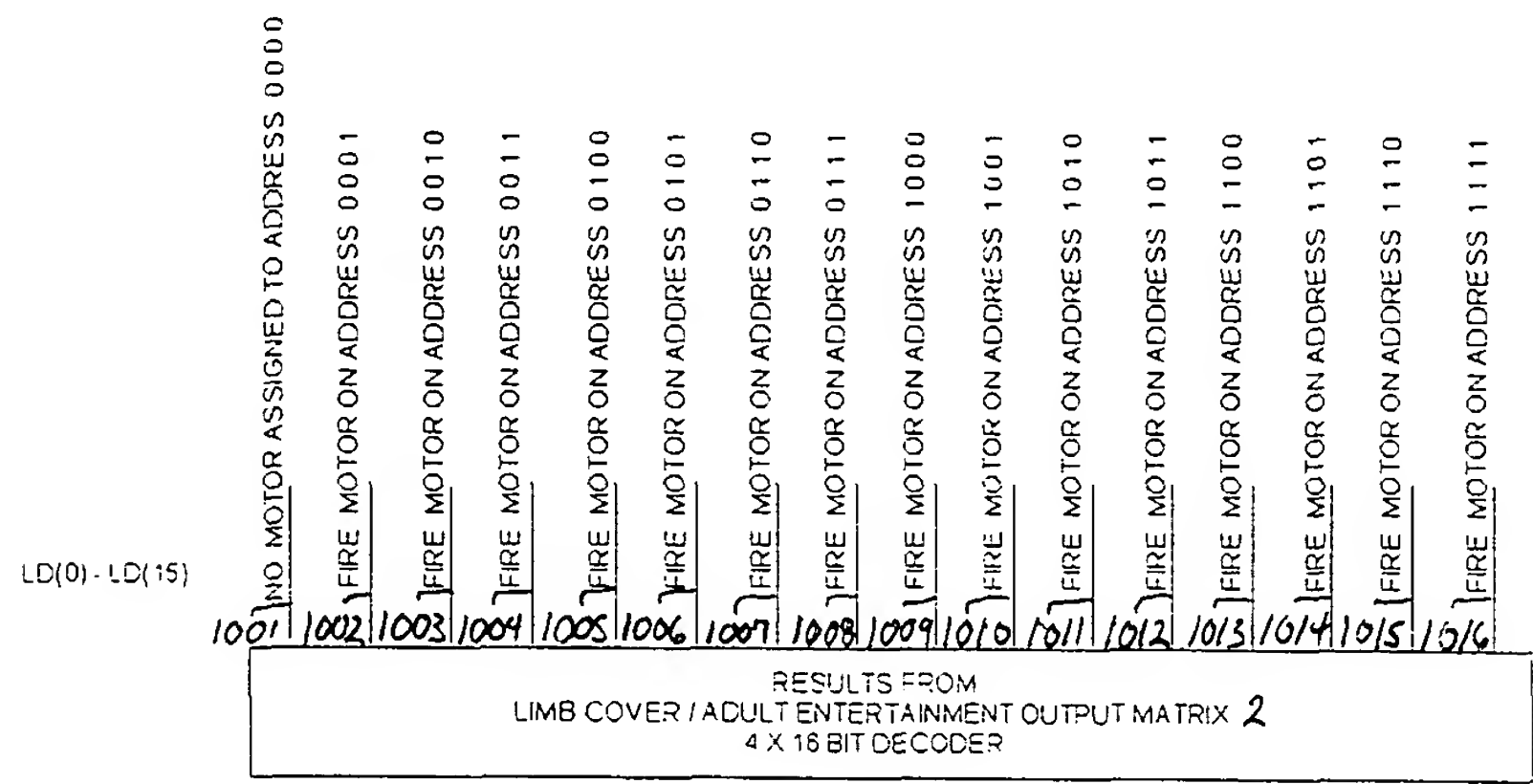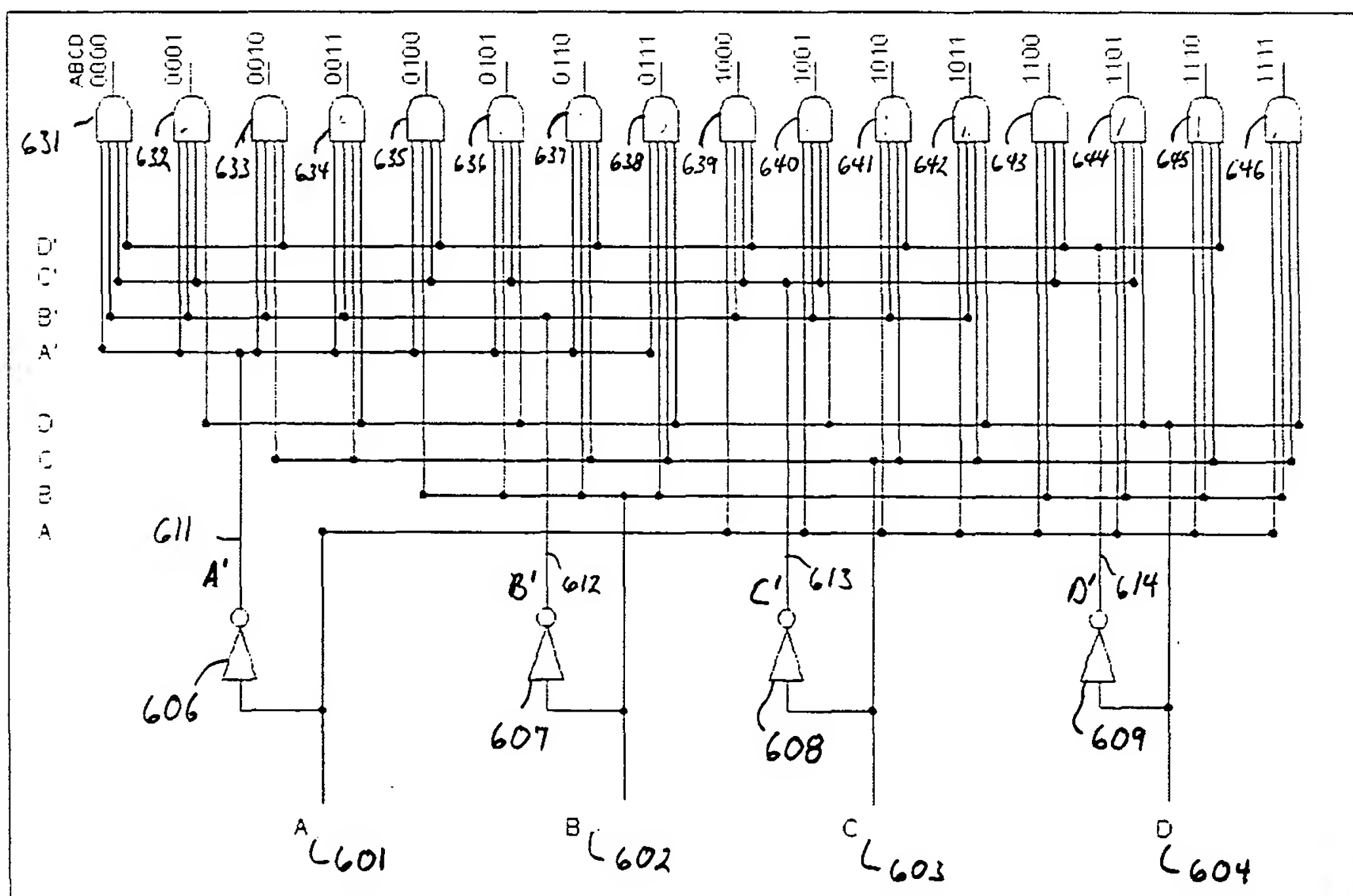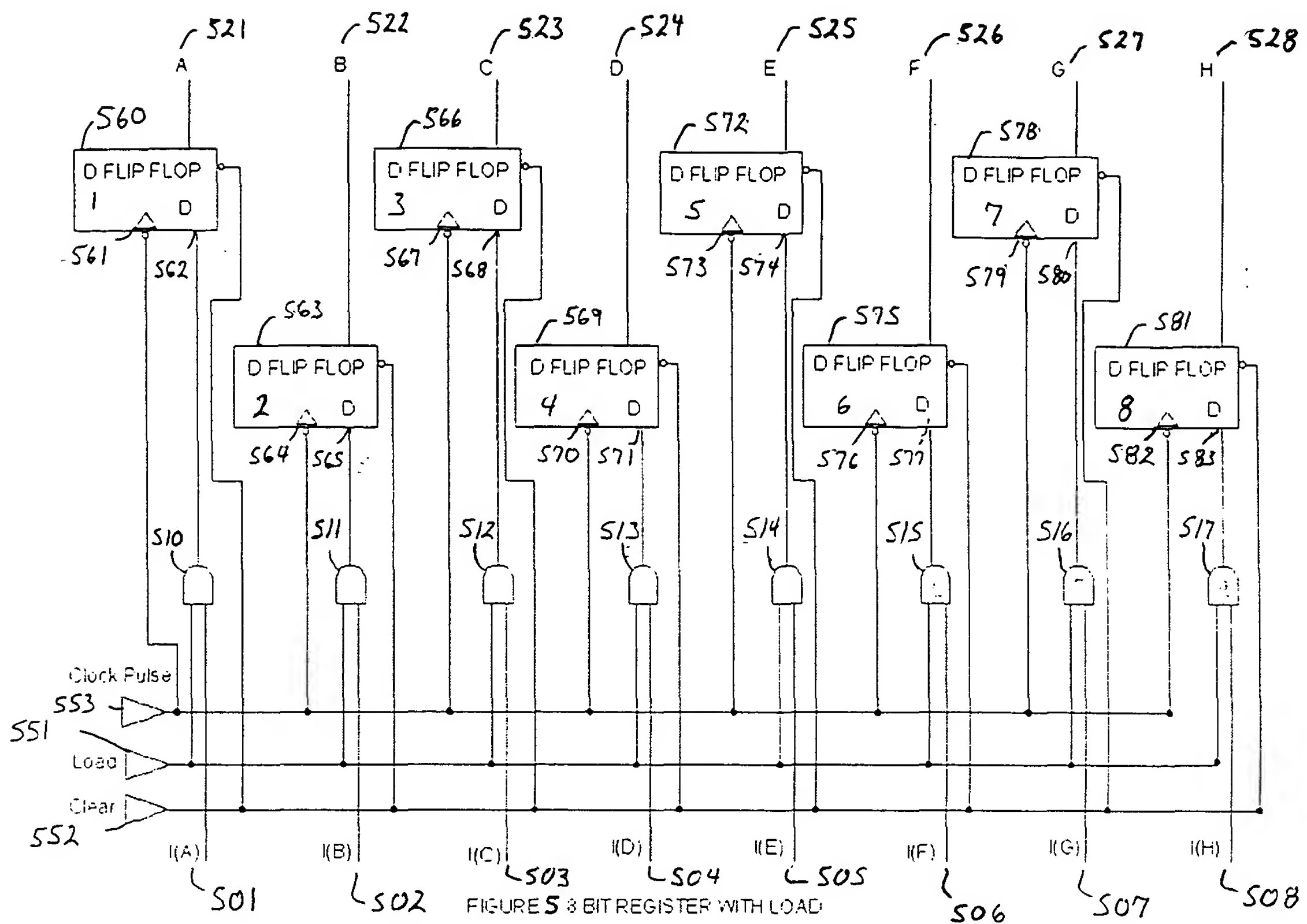| 1	1	0	0	ADULT ENTERTAINMENT REAR
1	1	0	1	ADULT ENTERTAINMENT MALE PERIPHERALS
1	1	1	0	ADULT ENTERTAINMENT FEMALE PERIPHERALS
1	1	1	1	SECTORS GAME MODE ONLY - FIRE ALL MOTORS IN ALL ADULT ENTERTAINMENT AND MEDICAL MODE – ADDITIONAL MOTORS FOR GROWTH

TABLE 2 – SECTOR DEFINITION MATRIX

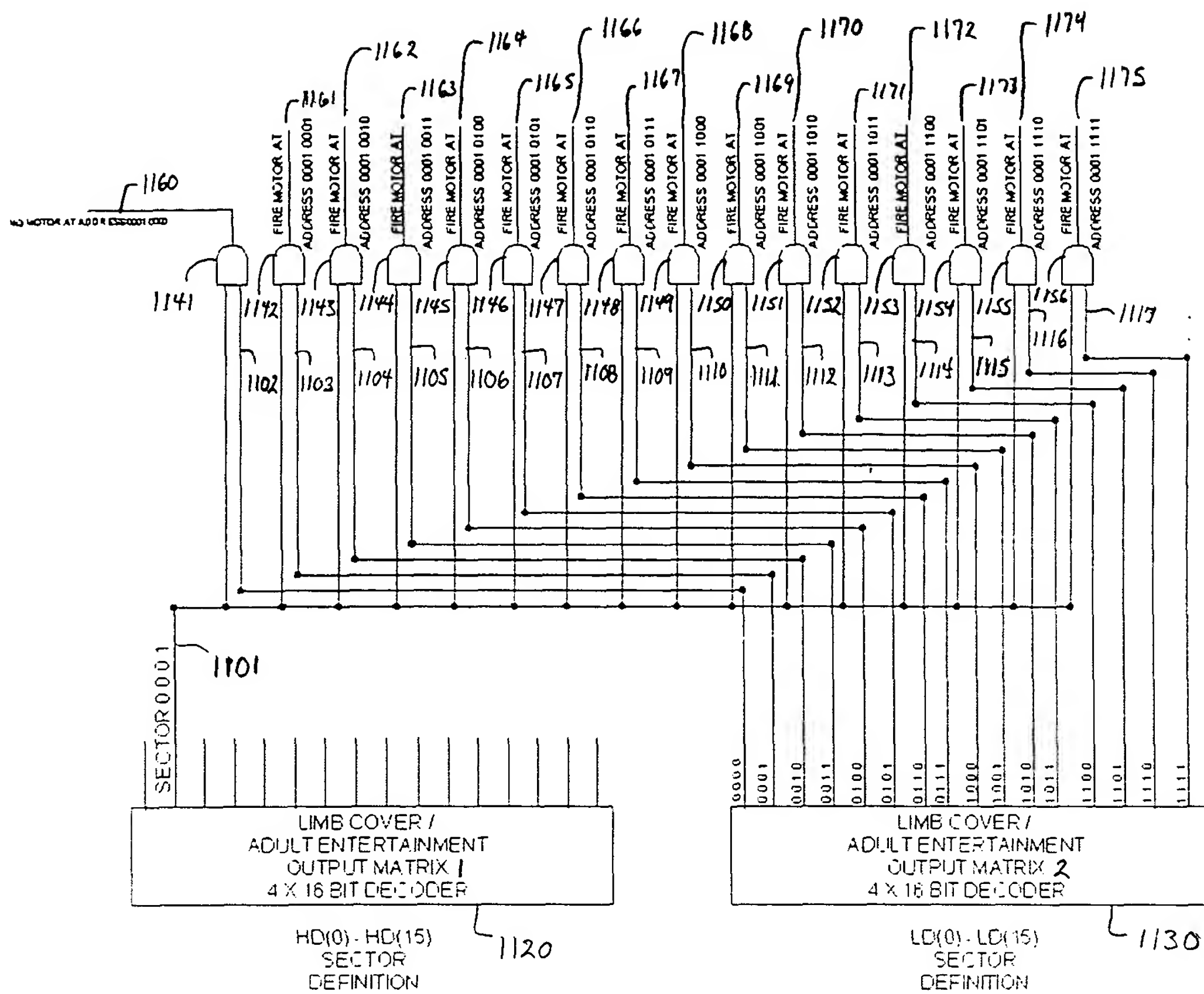FIGURE 1b RESULTS LOW ORDER BITS FOR ADULT ENTERTAINMENT AND LIMB COVER OUTPUT MATRIX 2

FIGURE 5 8 BIT REGISTER WITH LOAD
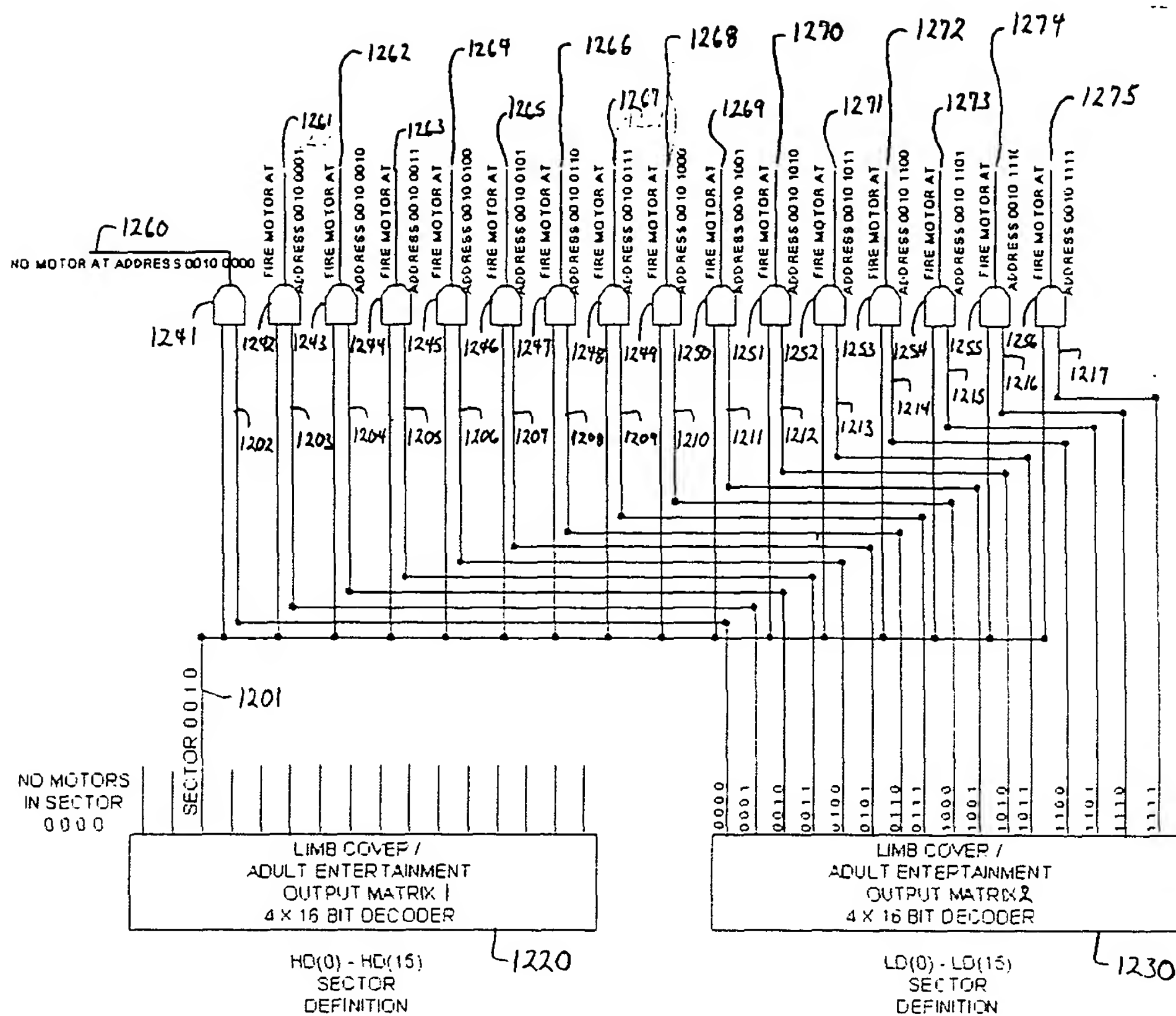

FIGURE 6 - 4 x 16 BIT DECODER

FIGURE 11   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR   0 0 0 1

FIGURE 12 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
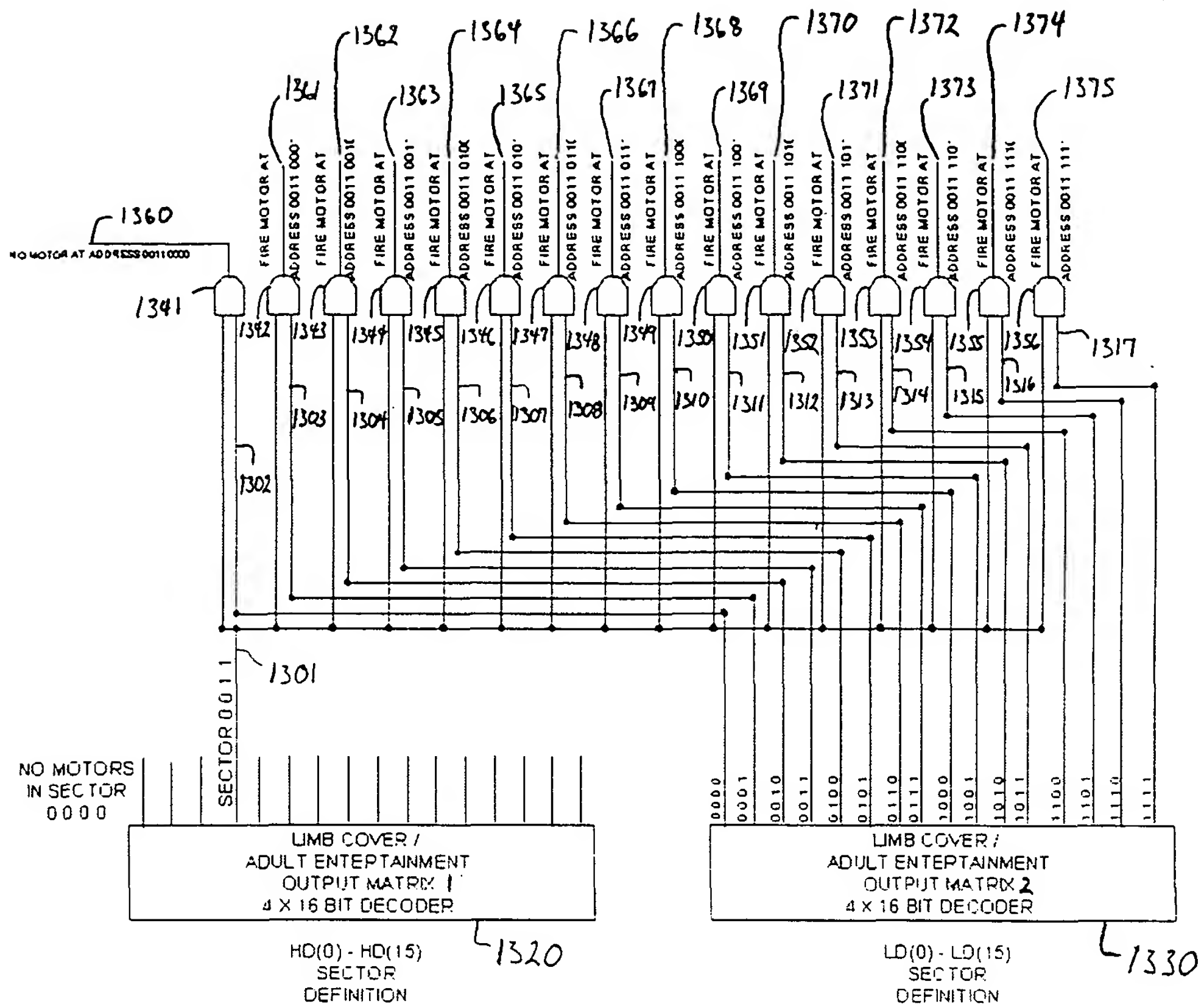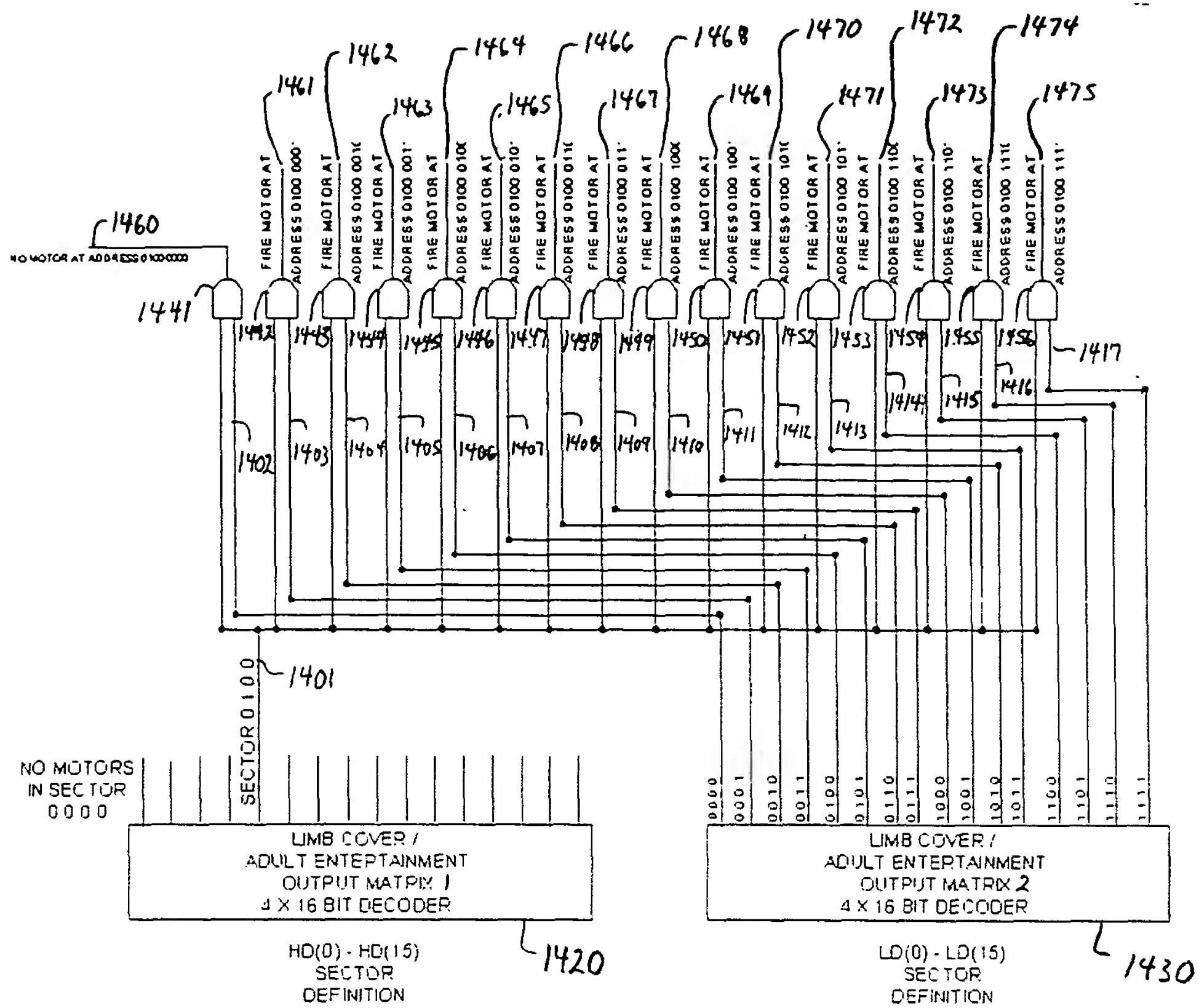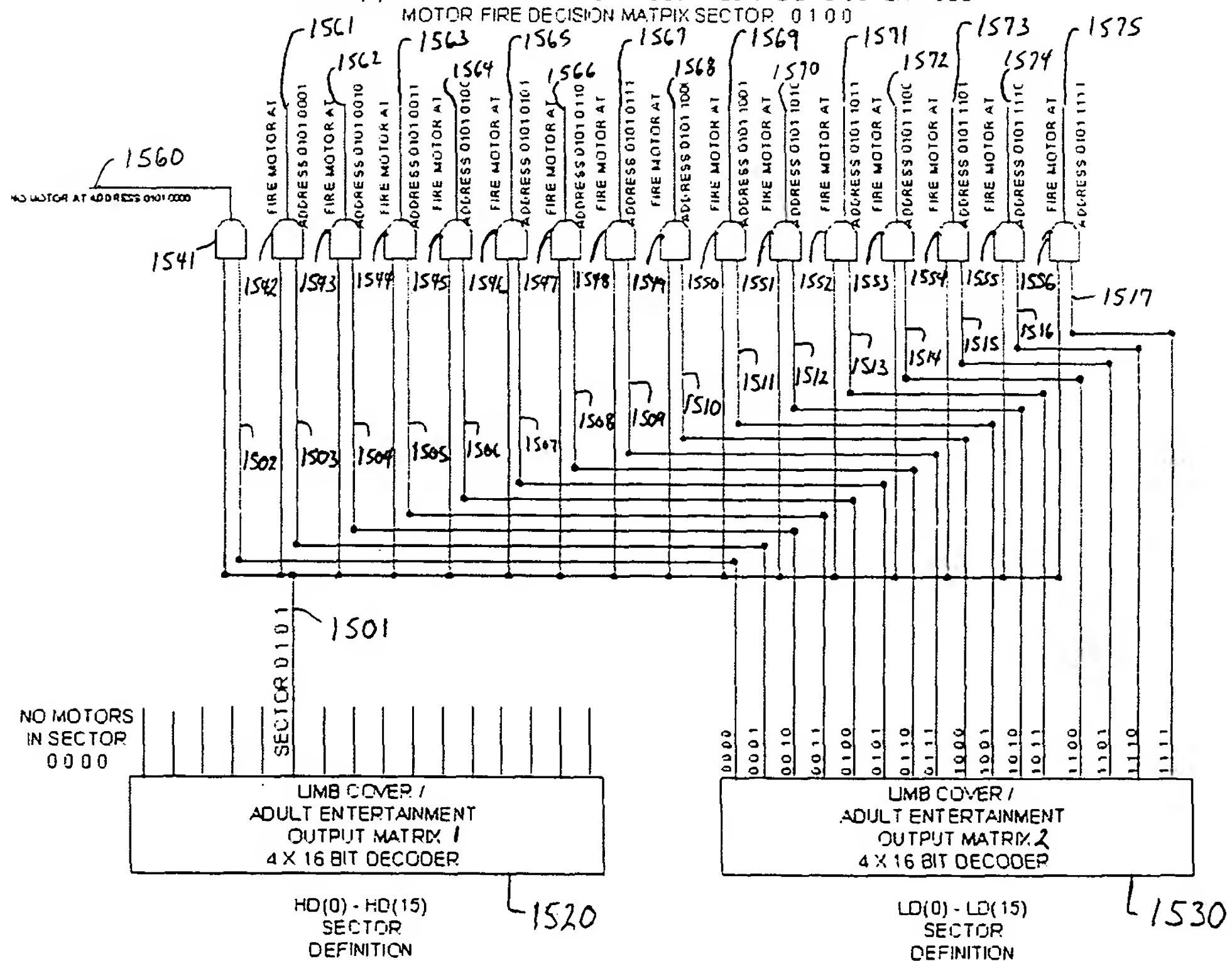MOTOR FIRE DECISION MATRIX SECTOR 0 0 1 0

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FIGURE 13   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 0011

1360 — NO MOTOR AT ADDRESS 00110000

1361 FIRE MOTOR AT ADDRESS 0011 000
1362 FIRE MOTOR AT ADDRESS 0011 001
1363 FIRE MOTOR AT ADDRESS 0011 001
1364 FIRE MOTOR AT ADDRESS 0011 010
1365 FIRE MOTOR AT ADDRESS 0011 010
1366 FIRE MOTOR AT ADDRESS 0011 011
1367 FIRE MOTOR AT ADDRESS 0011 011
1368 FIRE MOTOR AT ADDRESS 0011 100
1369 FIRE MOTOR AT ADDRESS 0011 100
1370 FIRE MOTOR AT ADDRESS 0011 101
1371 FIRE MOTOR AT ADDRESS 0011 101
1372 FIRE MOTOR AT ADDRESS 0011 110
1373 FIRE MOTOR AT ADDRESS 0011 110
1374 FIRE MOTOR AT ADDRESS 0011 111
1375 FIRE MOTOR AT ADDRESS 0011 111

1341 1342 1343 1344 1345 1346 1347 1348 1349 1350 1351 1352 1353 1354 1355 1356   1317
1302 1303 1304 1305 1306 1307 1308 1309 1310 1311 1312 1313 1314 1315 1316

1301 SECTOR 0011

NO MOTORS IN SECTOR 0000

LIMB COVER /
ADULT ENTERTAINMENT
OUTPUT MATRIX 1
4 X 16 BIT DECODER
1320

HD(0) - HD(15)
SECTOR
DEFINITION

0000 0001 0010 0011 0100 0101 0110 0111 1000 1001 1010 1011 1100 1101 1110 1111

LIMB COVER /
ADULT ENTERTAINMENT
OUTPUT MATRIX 2
4 X 16 BIT DECODER
1330

LD(0) - LD(15)
SECTOR
DEFINITION

FIGURE 14 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 0100

FIGURE 15 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
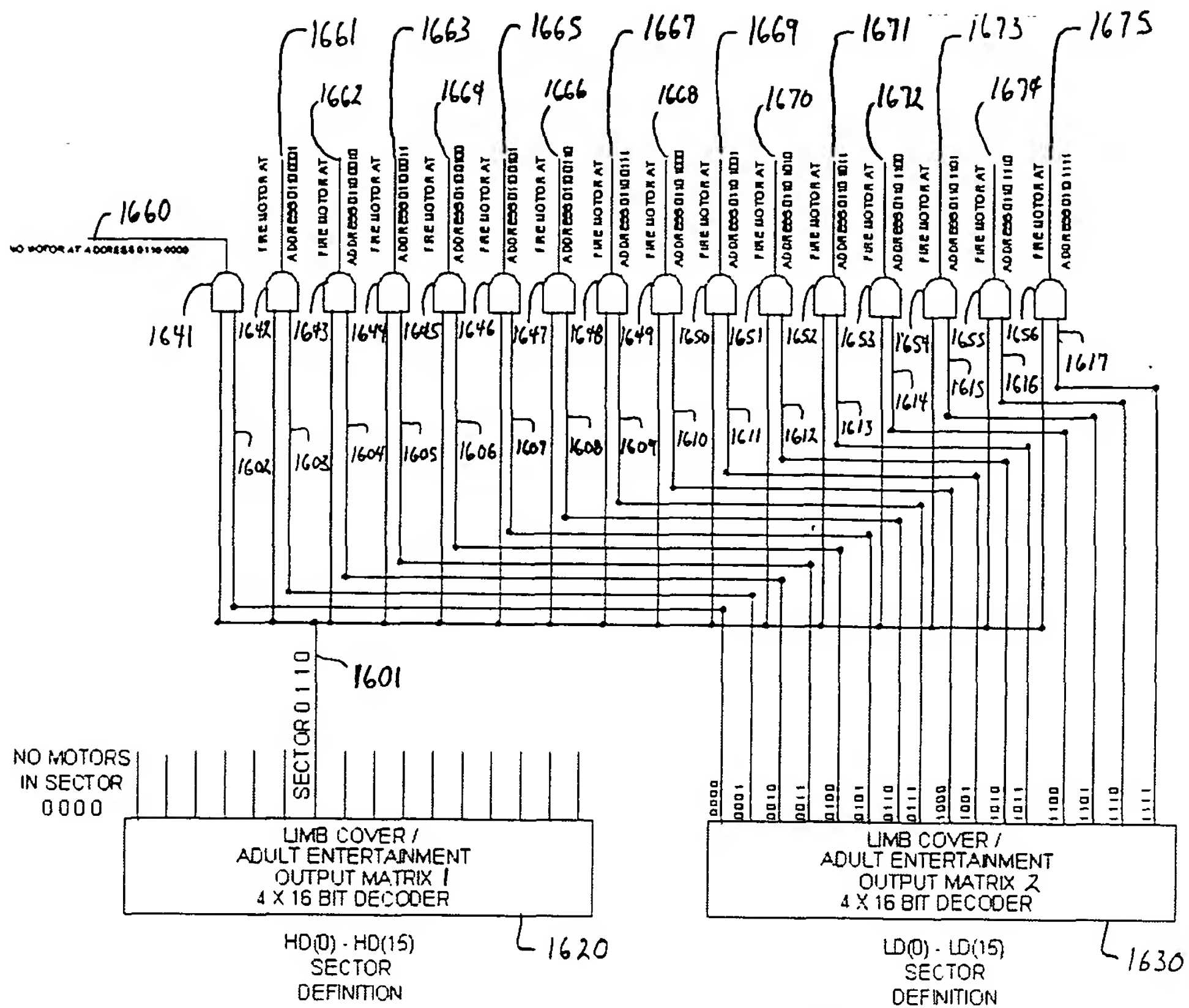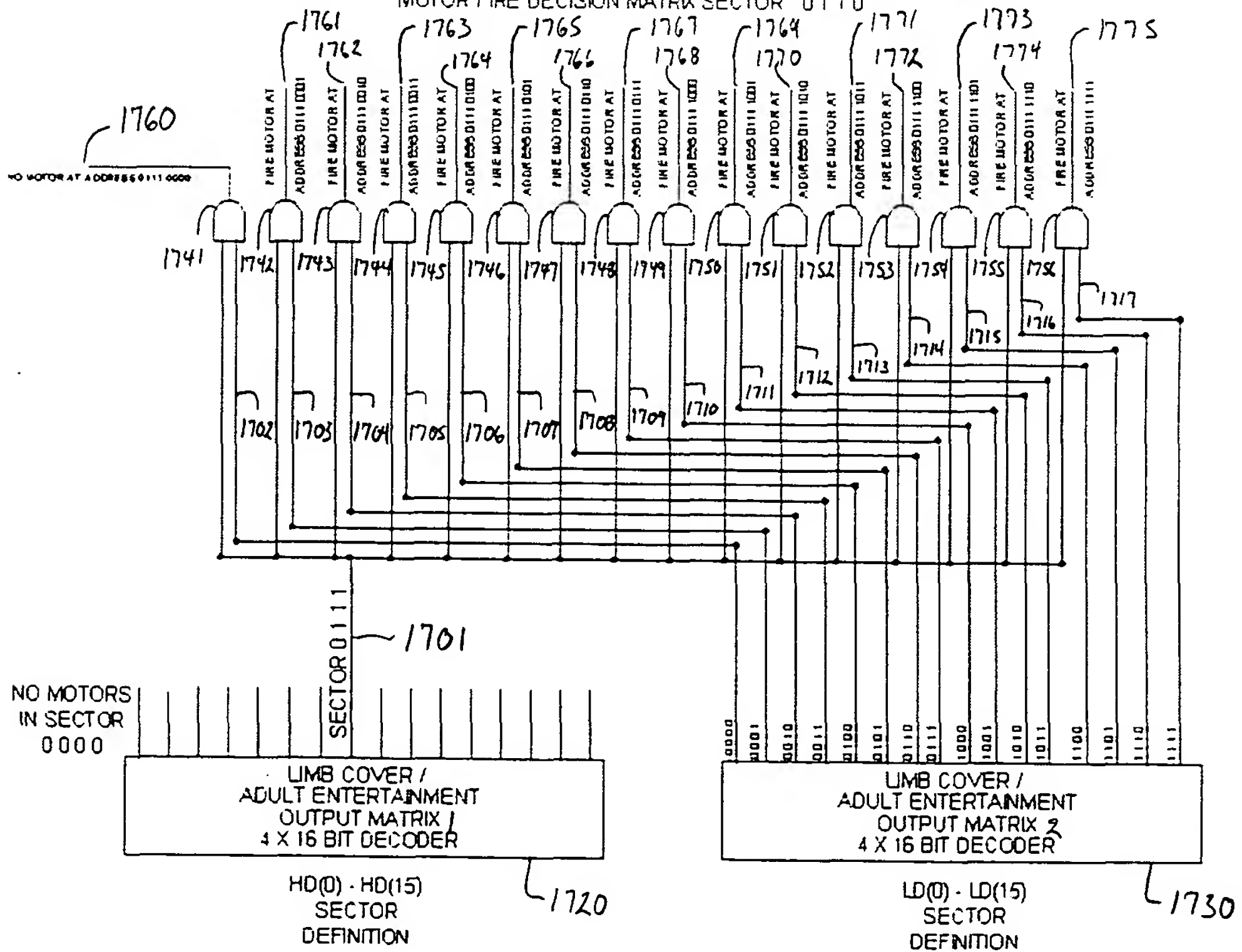MOTOR FIRE DECISION MATRIX SECTOR 0101

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FIGURE 16   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 0110

FIGURE 17   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
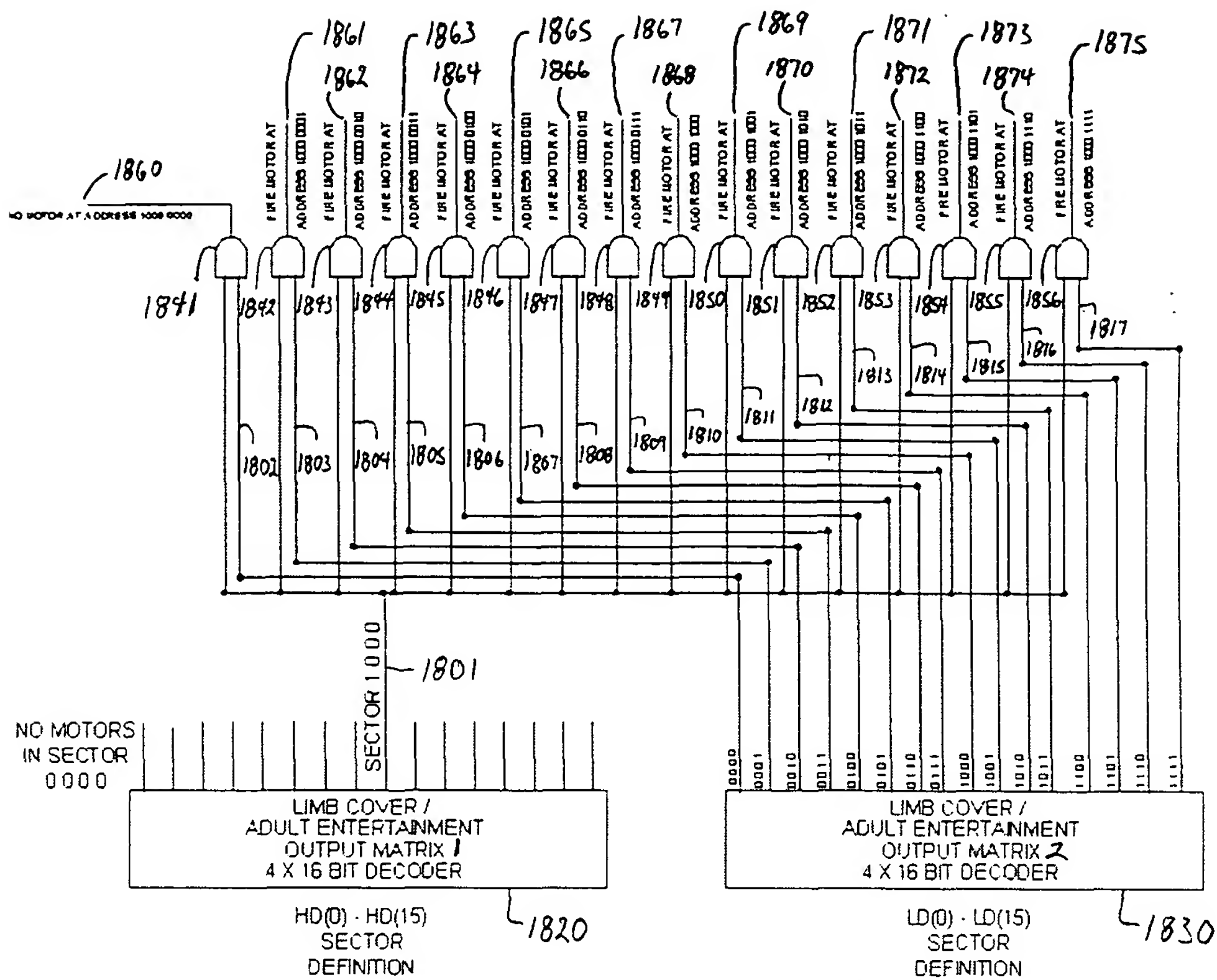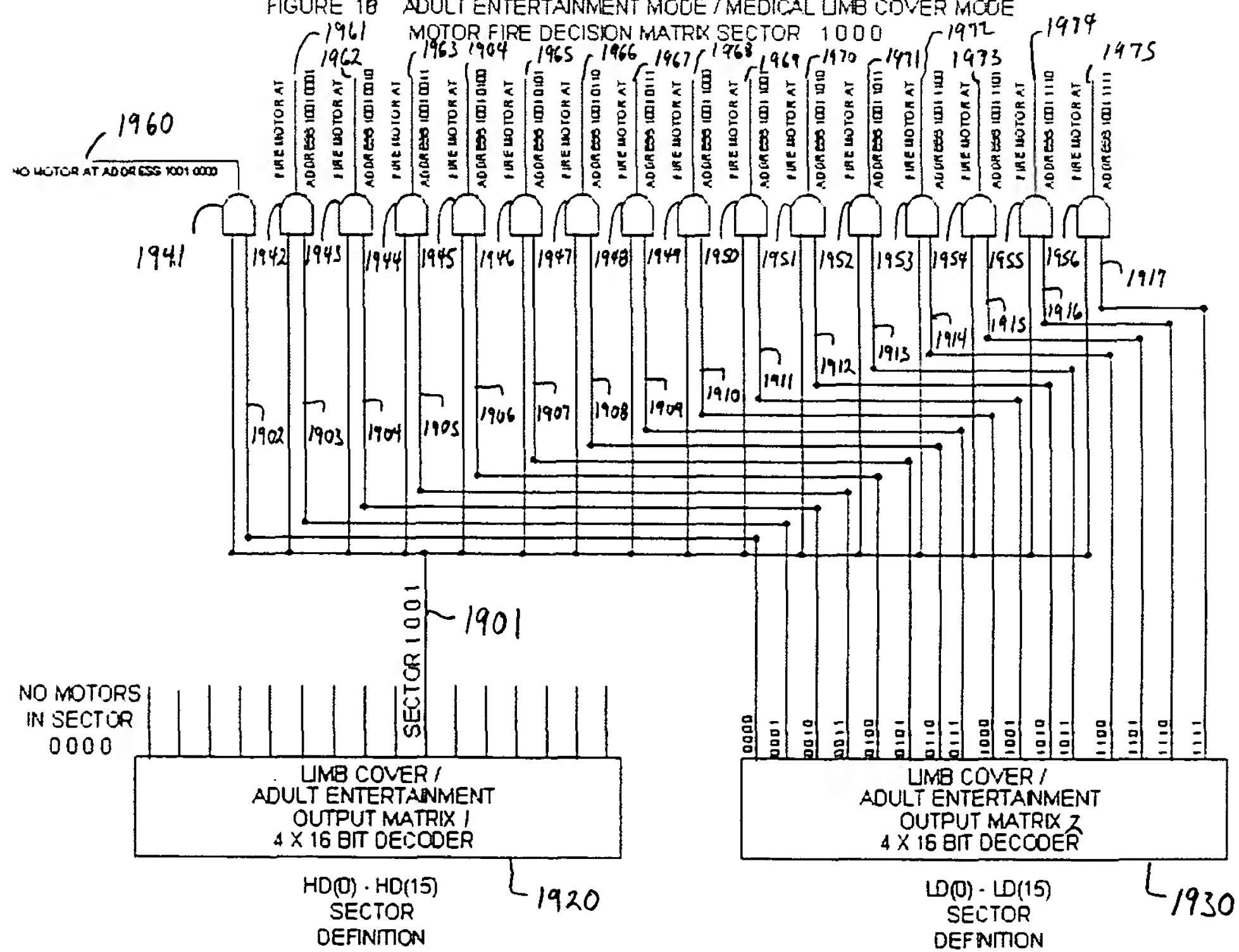MOTOR FIRE DECISION MATRIX SECTOR 0111

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FIGURE 18   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR   1000

FIGURE 19   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
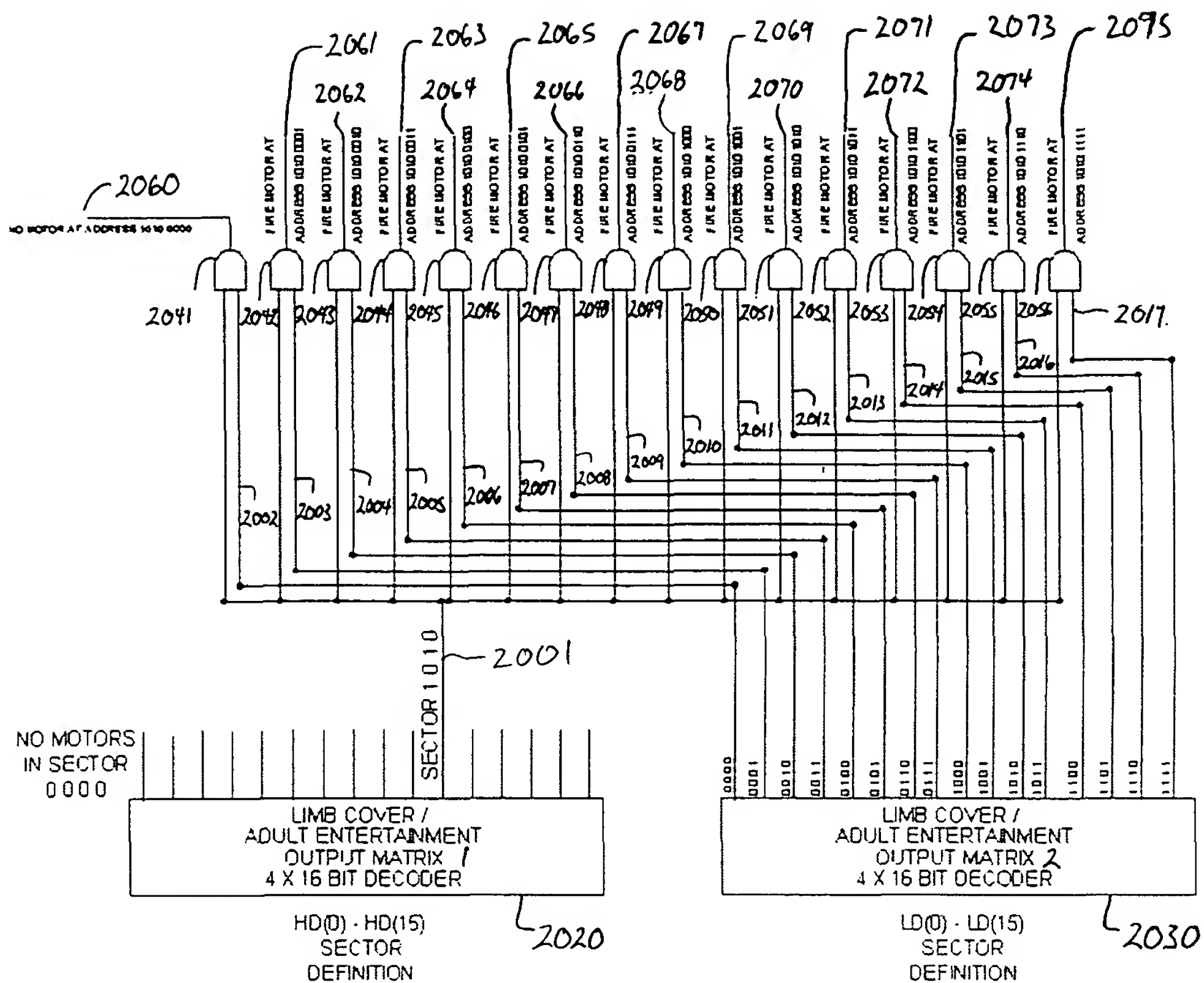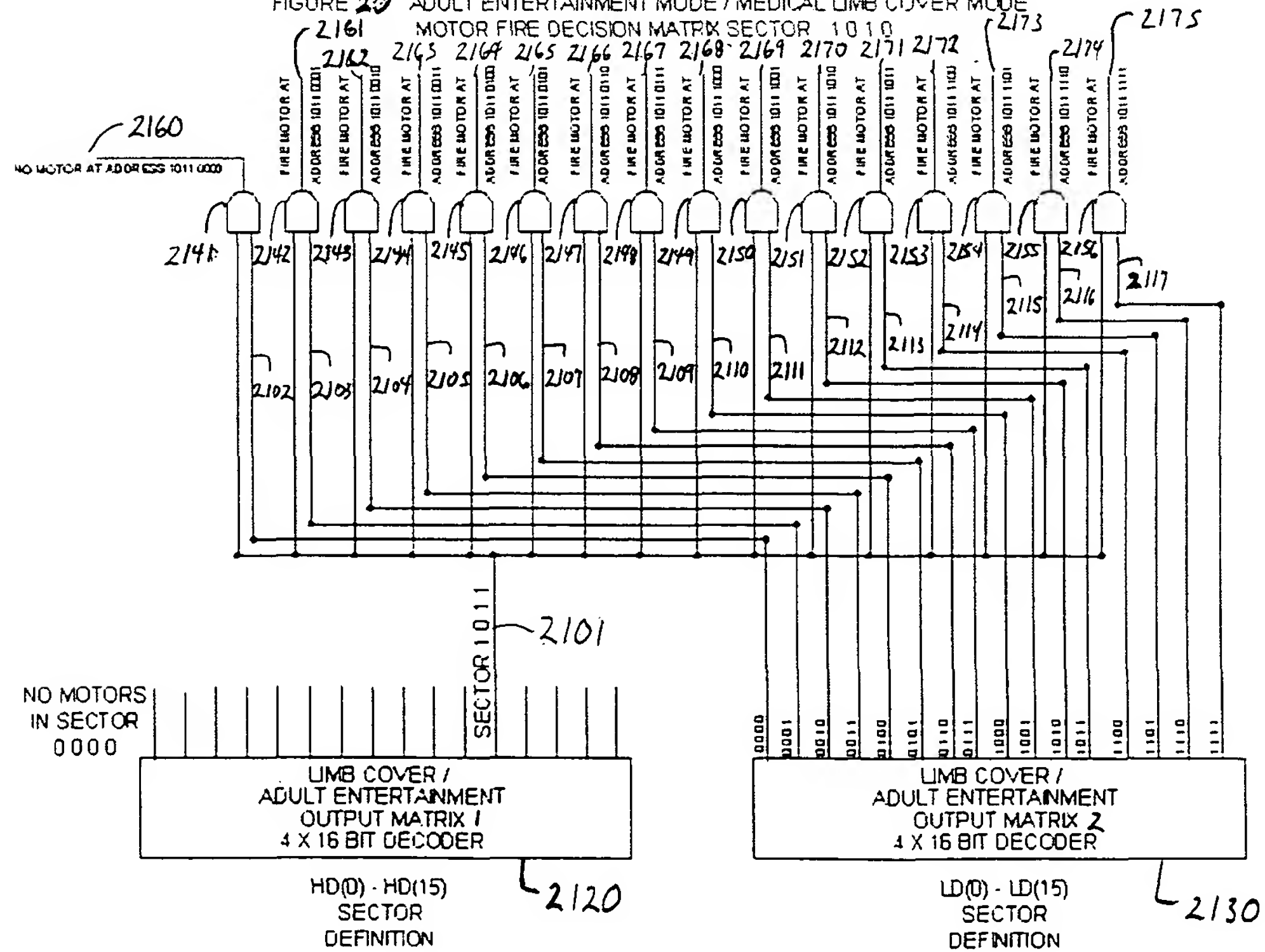MOTOR FIRE DECISION MATRIX SECTOR   1001

2060

NO MOTOR AT ADDRESS 1010 0000

2061 2062 2063 2064 2065 2066 2067 2068 2069 2070 2071 2072 2073 2074 2075

FIRE MOTOR AT ADDRESS ... (repeated for each column)

2041 2042 2043 2044 2045 2046 2047 2048 2049 2050 2051 2052 2053 2054 2055 2056 2057

2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016

SECTOR 1010 — 2001

NO MOTORS IN SECTOR 0000

LIMB COVER / ADULT ENTERTAINMENT OUTPUT MATRIX 1 4 X 16 BIT DECODER

HD(0) - HD(15) SECTOR DEFINITION — 2020

0000 0001 0010 0011 0100 0101 0110 0111 1000 1001 1010 1011 1100 1101 1110 1111

LIMB COVER / ADULT ENTERTAINMENT OUTPUT MATRIX 2 4 X 16 BIT DECODER

LD(0) - LD(15) SECTOR DEFINITION — 2030

FIGURE 20 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 1010

2160

NO MOTOR AT ADDRESS 1011 0000

2161 2162 2163 2164 2165 2166 2167 2168 2169 2170 2171 2172 2173 2174 2175

FIRE MOTOR AT ADDRESS ... (repeated for each column)

2141 2142 2143 2144 2145 2146 2147 2148 2149 2150 2151 2152 2153 2154 2155 2156 2157

2102 2103 2104 2105 2106 2107 2108 2109 2110 2111 2112 2113 2114 2115 2116 2117

SECTOR 1011 — 2101

NO MOTORS IN SECTOR 0000

LIMB COVER / ADULT ENTERTAINMENT OUTPUT MATRIX 1 4 X 16 BIT DECODER

HD(0) - HD(15) SECTOR DEFINITION — 2120

0000 0001 0010 0011 0100 0101 0110 0111 1000 1001 1010 1011 1100 1101 1110 1111

LIMB COVER / ADULT ENTERTAINMENT OUTPUT MATRIX 2 4 X 16 BIT DECODER

LD(0) - LD(15) SECTOR DEFINITION — 2130

FIGURE 21 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
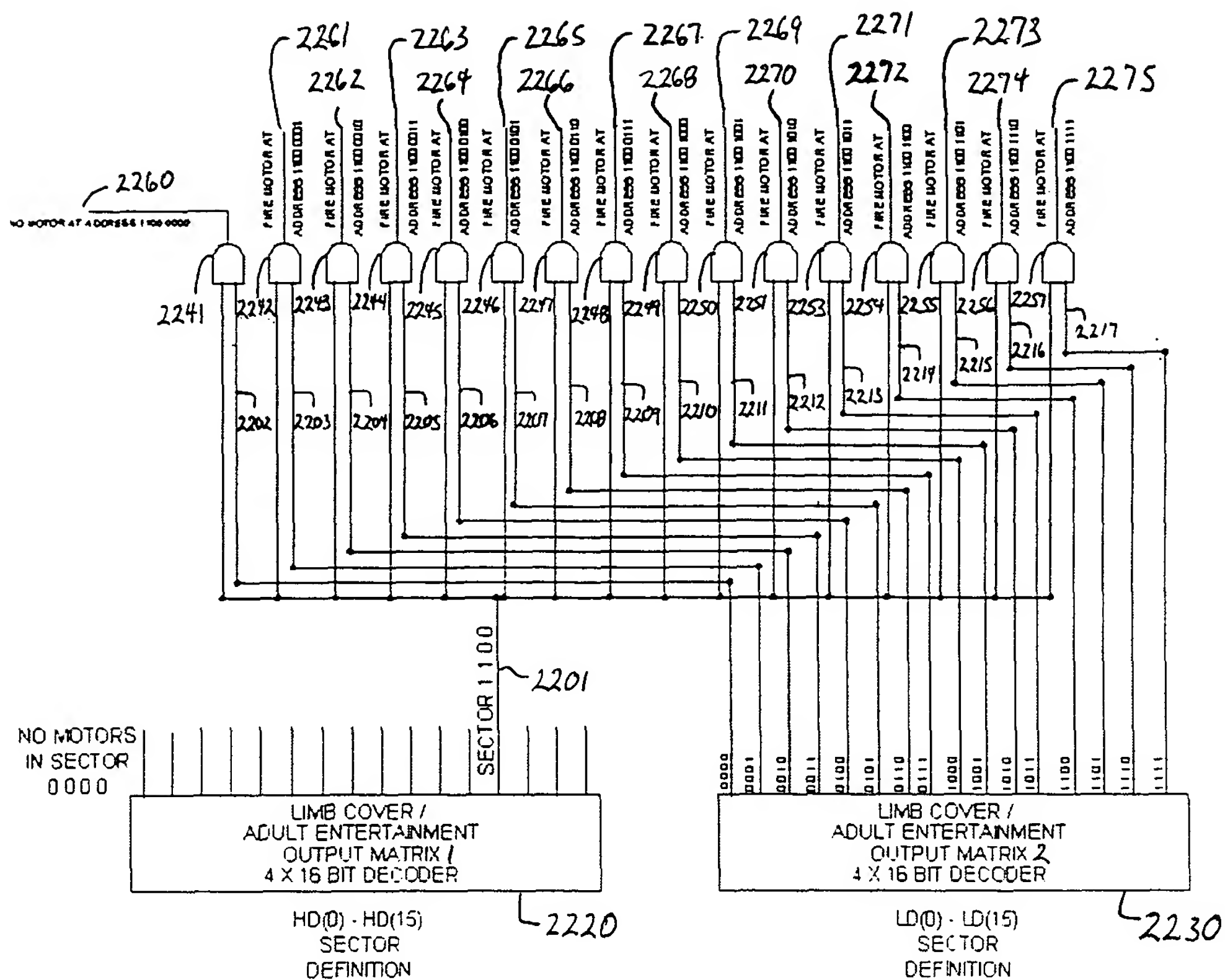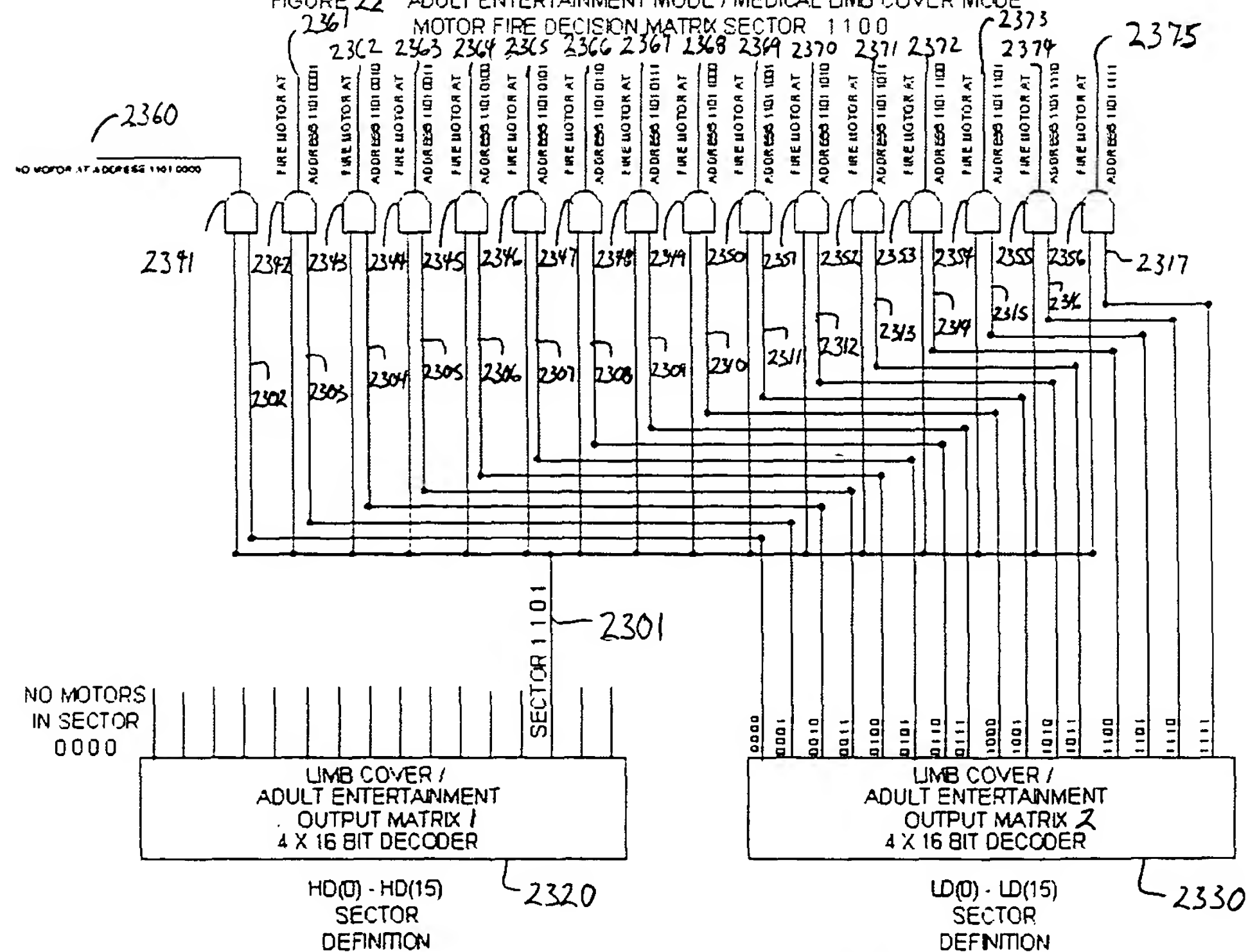MOTOR FIRE DECISION MATRIX SECTOR 1011

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FIGURE 22   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 1100

FIGURE 23   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
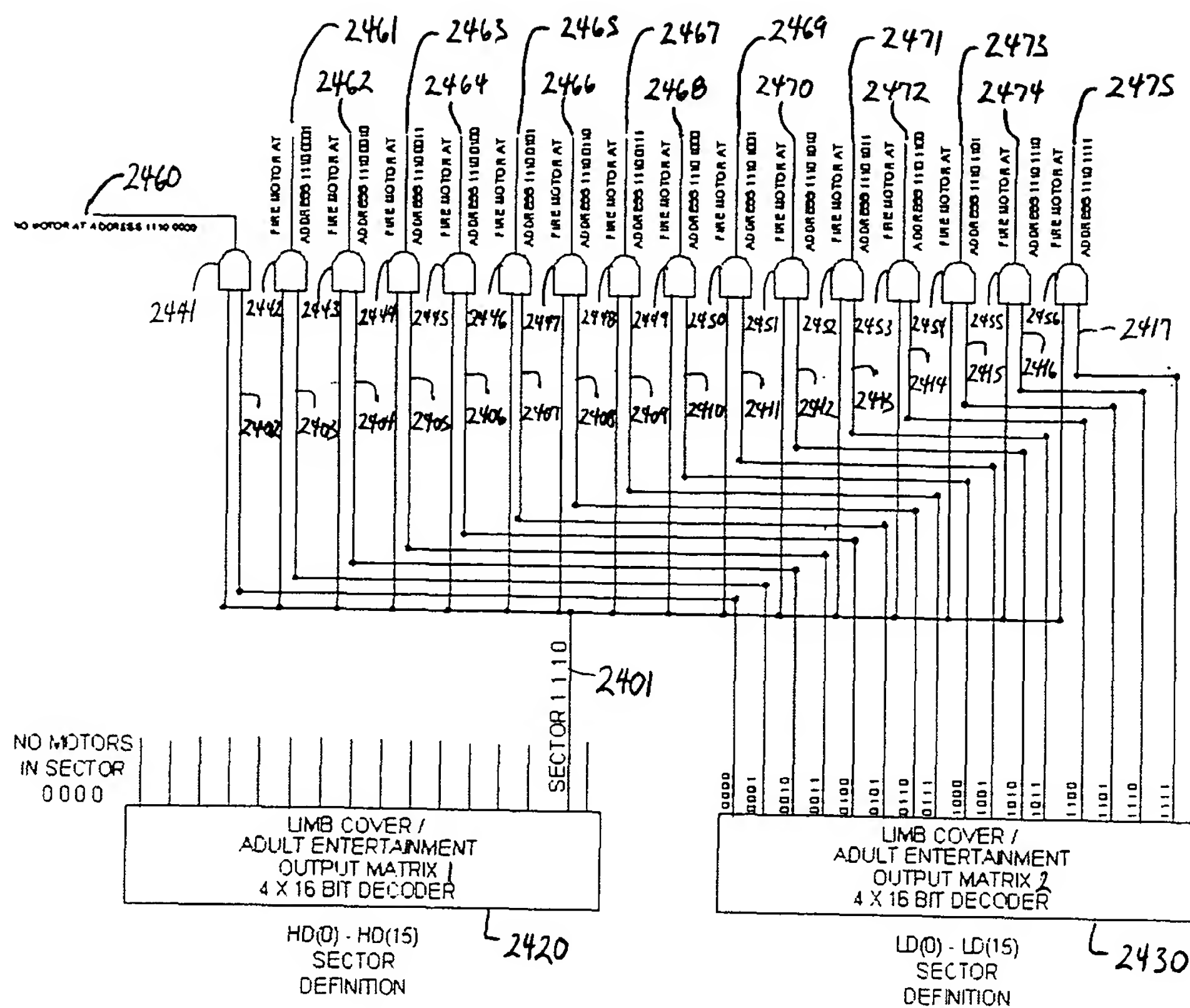MOTOR FIRE DECISION MATRIX SECTOR 1101

LIMB COVER /
ADULT ENTERTAINMENT
OUTPUT MATRIX 1
4 X 16 BIT DECODER

HD(0) - HD(15)
SECTOR
DEFINITION

LIMB COVER /
ADULT ENTERTAINMENT
OUTPUT MATRIX 2
4 X 16 BIT DECODER

LD(0) - LD(15)
SECTOR
DEFINITION

NO MOTORS
IN SECTOR
0000

SECTOR 1100

SECTOR 1101

FIGURE 24   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
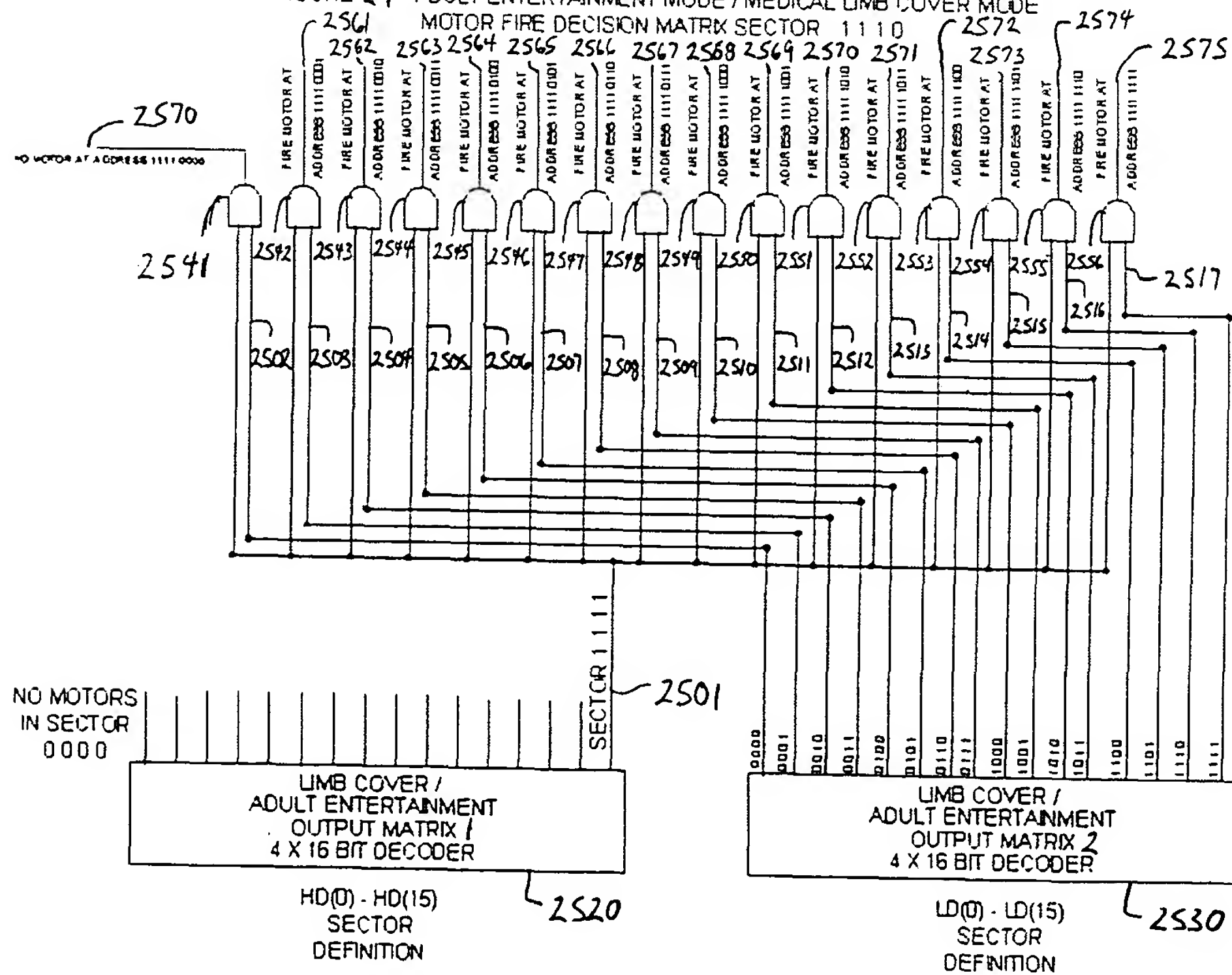MOTOR FIRE DECISION MATRIX SECTOR 1110

FIGURE 25   ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 1111

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